



STR	+0	+2 PROFICIENCY BONUS
	10	
DEX	+1	SAVING THROWS
	13	+0 Strength Saves +1 Dexterity Saves +2 Constitution Saves +1 Intelligence Saves * +4 Wisdom Saves * +2 Charisma Saves * Prof. bonus added
CON	+2	
	14	
INT	-1	WEAPON & UNARMED ATTACKS
	9	Basic Attack. One target per Attack action.
WIS	+2	Scimitar. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft. <i>Hit:</i> 1d6+1 slashing damage.
	15	Dagger. <i>Melee or Ranged Weapon Attack:</i> +3 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)
CHA	+2	Sling. <i>Ranged Weapon Attack:</i> +3 to hit. <i>Hit:</i> 1d4+1 bludgeoning damage. (Normal range to 30 ft.; disadvantage long range 31 to 120 ft.)
	14	MAGIC, FEATS & SPECIAL ATTACKS

Druid 1

CLASS & LEVEL

Tiefling

RACE/ANCESTRY/HERITAGE

Hermit

BACKGROUND

SPEED**ARMOR CLASS (AC)****INITIATIVE****14 +1 30 ft.****Armor Worn:** leather armor, wooden shield

HIT POINTS **HIT DICE**
10 **1d8****DEATH SAVES:** Success O O O Fail O O O

WEAPON & UNARMED ATTACKS**Basic Attack.** One target per Attack action.**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d6+1 slashing damage.**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)**Sling.** *Ranged Weapon Attack:* +3 to hit. *Hit:* 1d4+1 bludgeoning damage. (Normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

No special notes.

CLASS**Druid Class Features [PHB p. 65]**

- Ritual Casting

SPELLS**Spellcasting [PHB p. 201]**

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Guidance, Mending***Prepared Spells**1st Level (2 slots): *Faerie Fire, Charm Person, Cure Wounds*

EQUIPMENT & TREASURE**Carried Gear [PHB, p. 143]:** leather armor (AC 11), shield (AC +2), scimitar, dagger, sling and 20 stones, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 40 lbs.; add 1 lb. per 50 coins carried.)**Coins & Gems:** 2 gold pieces (gp); 23 silver pieces (sp); 77 copper pieces (cp); 3 gems (worth 10 gp each)